NX6800U-T2D256 (MS-8966 Version 1.0)

Features

AGP Modus	8x
Chipsatz	nVidia GeForce 6800 Ultra
Arbeitsspeicher	DDR3 256MB
Anschlüße	2x DVI,1x S-VHS OUT
Steckplatz	AGP

Besonderheiten

Speicherzugriffszeit: 1,6 ns

CINEFX 3.0 SHADING ARCHITECTURE
• Vertex Shaders
- Support for Microsoft DirectX 9.0 Vertex Shader 3.0
- Displacement mapping
- Geometry Instancing
- Infinite length vertex programs
• Pixel Shaders
- Support for DirectX 9.0 Pixel Shader 3.0
- Full pixel branching support
- Support for Multiple Render Targets(MRTs)
- Infinite length pixel programs
• Next-Generation Texture Engine
- Up to 16 textures per rendering pass
- Support for 16-bit floating point format and 32-bit floating point format
- Support for non-power of two textures
- Support for sRGB texture format for gamma textures
- DirectX and S3TC texture compression
• Full 128-bit studio-quality floating point precision through the entire rendering pipeline with

native hardware support for 32bpp, 64bpp, and 128bpp rendering modes

64-BIT TEXTURE FILTERING AND BLENDING
• Full floating point support throughout entire pipeline
• Floating point filtering improves the quality of images in motion
• Floating point texturing drives new levels of clarity and image detail
• Floating point frame buffer blending gives detail to special effects like motion blur and explosions

INTELLISAMPLE 3.0 TECHNOLOGY
• Advanced 16x anisotropic filtering
• Blistering-fast antialiasing and compression performance
• New rotated-grid antialiasing removes jagged edges for incredible edge quality
• Support for advanced lossless compression algorithms for color, texture, and z-data at even higher resolutions and frame rates
• Fast z-clear

• High-resolution compression technology (HCT) increases performance at higher resolutions through advances in compression technology

ULTRASHADOW II TECHNOLOGY
• Designed to enhance the performance of shadow-intensive games, like id Software Doom III

ADVANCED ENGINEERING
• Over 220m transistors
• Designed for PCI Express x16
• Supports PCI Express high-speed interconnect (HSI) technology for bidirectional interconnect protocol conversion
• Full support of AGP 8X including Fast Writes and sideband addressing
• Support for the industry fastest GDDR3 memory
• 256-bit advanced memory interface
• 0.13 micron process technology
• Advanced thermal management and thermal monitoring
• BGA flip-chip package

ADVANCED VIDEO AND DISPLAY FUNCTIONALITY
• Dedicated on-chip video processor
• MPEG video encode and decode
• WMV9 decode acceleration
• Advanced adaptive de-interlacing
• High-quality video scaling and filtering
• Dual integrated 400MHz RAMDACs for display resolutions up to and including 2048x1536 at 85Hz.
• Dual DVO ports for interfacing to external TMDS transmitters and external TV encoders
• Microsoft® Video Mixing Renderer (VMR) supports multiple video windows with full video quality and features in each window
• Full NVIDIA® nView™ multi-display technology capability

NVIDIA® DIGITAL VIBRANCE CONTROL™ (DVC) 3.0
• DVC color controls
• DVC image sharpening controls

OPERATING SYSTEMS
• Windows XP
• Windows 2000

API SUPPORT
• Complete DirectX support, including the latest version of Microsoft DirectX 9.0
• Full OpenGL, including OpenGL 1.5

Technische Details

GPU Takt	400MHz
Speicher Takt	1100MHz
AGP-Modus max.	8x
Arbeitsspeicher	256MB
Hardware Monitoring	NEIN